

# GameChanger Guide

## LINEUPS AND SUBSTITUTIONS

### 1 - Set Starting Lineups: [Set Starting Lineup](#)

- In advance of the game:
  - tap “Set Starting Lineup”
  - tap “Add Players” \*\*Select the players in batting order
  - tap “EH” to select each player’s starting position
- To select a designated hitter:
  - tap on the player’s name directly, and select “Set as DH”
  - choose the player they are hitting for
- To select a designated player/Flex player:
  - tap on the player’s name directly, and select “Set as DP”
  - choose the player they are hitting for under “Set FLEX” screen
  - Assign the player’s defensive position
  - Lineup will show DP player on top with Flex player below
- Change order of Lineup:
  - tap and hold on the 3 lines for the player you need to move. Drag the player to the appropriate spot.
- Start over with Lineup:
  - tap on “Clear Lineup”
  - Select “Clear”
- Generate a PDF to share your Lineup:
  - Select “Lineup Card” with the Adobe symbol at the bottom
- Copy your lineup from the last game:
  - Select “Use Previous Lineup”

### 2 - Manage Lineups & Substitutions: [Manage Lineups & Substitutions](#)

- In Scorekeeper mode: use “My Team” and “Opponent” (jersey icons at the bottom) to manage lineups during the game.
- Add players to the lineup:
  - tap “Add From Bench” to add an existing player
  - tap “Create Player” to create a new player
- Change order of Lineup:
  - tap and hold on the 3 lines for the player you need to move. Drag the player to the appropriate spot.
- Tap on player’s name directly to add a position or sub them out of the lineup

- Set DH or DP/Flex:
  - tap on player's name directly to get to the player's page
  - Select DH
  - tap DP/Flex
- Set Opponent's lineup:
  - tap on "Opponent" jersey icon
  - tap "Lineup Placeholders"
  - select number of players for lineup

## SCOREKEEPING

### 3 - Practice Scorekeeping Mode: [Practice Scorekeeping Mode](#)

- Tap on a team that you are listed as a staff member
- Tap on the "Gear" or "Cog" icon in the top right corner to enter "Team Settings"
- Tap on "Practice Scoring a Game"
- \*\*Scoring here does not impact your team's record or stats

### 4 - Score Basic Plays: [Score Basic Plays](#)

- Use "My Team" or "Opponent" jersey tabs at the bottom to adjust either team's lineup
- Use "Lineup Placeholders" to quickly fill out your opponent's lineup
- On the "Score" tab at the bottom, tap the "Pitch" button to get started
- On the "Pitch" menu, common results are on the top, uncommon are on the bottom
- After 4 balls, the batter will be sent to first
- Score 3 strikes to record a strike out and send the next batter to the plate
- Choose "Ball in Play" when the batter makes contact:
  - Choose the outcome
  - Drag & drop the fielder to where the ball was hit
  - click "Done"

### 5 - Creating Accurate Batting & Pitching Spray Charts: [Creating Accurate Batting & Pitching Spray Charts](#)

- Select the type of ball in play
- Drag the fielder's glove to where the ball was hit
- Tap on "My Team" or "Opponent" jersey icons to get to the appropriate lineup screen. Then tap on player's name in the lineup to view batting spray charts.
- OR, click on spray chart icon (bottom right corner of "Score" screen)
- To view pitcher's spray chart, tap on the pitcher's name on the "Score" screen
- To view full season spray charts, tap on player's name in the "Stats" tab for the team

### 6 - Advance Baserunners: [Advance Baserunners](#)

- On the “Score” screen, tap & drag the runner to advance or call them out on the base paths
- Play outcomes “SAFE” & “OUT” will appear
- “On Wild Pitch” and “Passed Ball” will only appear AFTER a pitch has been thrown to the current batter
- GC will automatically advance the runner the same number of bases that the batter gets
- If a runner scores by taking an extra base, drag the player, select the “SAFE” outcome & choose “On Last Play” to credit the batter with an RBI
- Send the player back a base by dragging the player, select the “SAFE” outcome & choose “Did Not Advance”
- Select the “Out” outcome if the player was caught stealing or called out for another reason

#### 7 - Score a Basic Error: Score a Basic Error

- From the “Score” screen, tap “Pitch” and then “Ball in Play”
- Select the type of play and then “Error”
- Tap the player on the field that committed the error

#### 8 - Fielder’s Choice: Fielder's Choice

- Score Fielder’s Choice when the defense attempts to get a runner out instead of the batter.
- Tap “Pitch”, then “Ball in Play”, “Ground Ball” and then “Fielder’s Choice”
- Select the fielders and “Safe” or “Out” for the runner.

#### 9 - Dropped 3rd Strike: Dropped 3rd Strike

- \*\*Only scored when there are 2 strikes AND 1st base is unoccupied OR there are 2 outs.
- Tap “Pitch”, then “Dropped 3rd Strike”.
- Select “Swinging” OR “Looking”, AND “Reached 1st on Wild Pitch” OR “Reached 1st on Passed Ball” OR “Batter Out at 1st”
- \*\*Additional fielding error can happen ONLY if the batter advances an extra base. (advance runner to 2nd base, select “SAFE”, select type of error, select fielder who committed the error).

#### 10 - Tracking Pitch Counts: Pitch Counts

- On “Score” screen, the current pitcher’s pitch count & innings pitched are listed at the top, right below the current score.
- To see pitch counts for all pitchers: tap on the current pitcher’s stats on the “Score” screen and select “View Pitch Counts”
- To turn on Pitch Count Alerts: Select “Menu” on the “Score” screen, select “Settings”, Select “First Alert” or “Second Alert” and select at which pitch count you want to be notified. A popup alert will notify you when ANY pitcher reaches the specified pitch count.

## ADVANCED SCOREKEEPING

#### 11 - Score a Sac Fly: Sac Fly

- \*\*Runner must be on 3rd base with less than 2 outs.
- Select “Pitch”, “Ball In Play”, “Fly Ball”, “Batter Out”, then “Sac Fly”. The runner will automatically score and the batter will get the sacrifice and RBI.

#### 12 - Score a Sac Bunt: Sac Bunt

- \*\*Must be at least 1 runner on base and less than 2 outs.
- Select “Pitch”, “Ball In Play”, “Bunt”. If the runner reaches base safely, you can choose “Sac Bunt (Safe)”
- If the runner was out at 1st on the sacrifice, select “Batter Out”, then “Sac Bunt” option. This automatically advances any runner on base and credits the batter with the sacrifice.

#### 13 - Score a Double Play: Double Play

- Tap “Pitch”, “Ball In Play”, Select type of play, then “Batter Out” and “Double Play”.
- Drag the fielder to where the play was made. Tap the next 2 fielders who contributed to the assists and putouts. Select “Done”

#### 14 - Score an Error with Multiple Fielders: Multiplayer Error

- Tap “Pitch”, “Ball In Play”, Select type of play, then “Error”.
- Tap each player in the field that touched the ball, then tap “Done”
- Select the player that committed the Error from the menu

#### 15 - Track Pitch Velocity & Pitch Type: Track Pitch Velocity & Type

- Select “Menu” on the “Score” screen, select “Settings”
- Toggle “Track Pitch Type” and/or “Track Pitch Velocity”
- Select the call, choose your pitch type, then enter your velocity. Tap “Save” to continue.

#### 16 - Score a Balk: Balk

- \*\*Can only be scored once a runner has reached base
- Tap “Pitch”, then “Balk”
- Baserunners will automatically advance

#### 17 - Illegal Pitch (Softball) N/A:

#### 18 - Add a 10th Fielder: Add 10th fielder

- Select “Menu” on the “Score” screen, select “Settings”
- Choose “Rover” or “L/R Center”
- On the “Score” screen tap on the new fielder/position and assign the player

#### 19 - Score Coach Pitch: Coach Pitch

- Tap outside the “Pitch Menu” to view get the field view
- Tap the “Pitcher Box” under the scoreboard
- Select “Sub Out/Relief Pitcher”

- Select “Create Player” and add “Coach”
- After the play, select the pitcher on field view and select the player

## 20 - Score a Scrimmage: Scrimmage

- Go to your team page & select the “Schedule” tab
- Event type should be “Game”
- Toggle “Scrimmage” and enter remaining game details
- Click “Save”
- \*\*Scrimmages are not included in a team's record or season stat totals.
- \*\*Stats from scrimmages can be included in the season stats using the stat filters feature. Go to “Stats” tab, tap “Filter Stats”, then select scrimmages to include.

## 21 - Repeat Batter: Repeat Batter

- On “Score”/”Field View” screen, tap the baserunner & select “Courtesy Runner”
- Select a player as the courtesy runner
- On “Score”/”Field View” screen, tap the current batter & select “Skip to Different Batter”
- Select a player to bat

## 22 - Score Tiebreaker: Tiebreaker

- On “Score”/”Field View” screen, tap 2nd base or any other base you need to add a runner to
- Tap “Place Runner on 2nd”
- Select a player as the baserunner
- \*\*If you need to adjust the number of outs OR the count, go to the “Menu” and select “Manual Overrides”

## ADVANCED BASERUNNING

### 23 - Pinch/Courtesy Runners: Pinch/Courtesy Runners

- On “Score”/”Field View” screen, tap the runner that needs a pinch/courtesy runner
- “Pinch Runner” - select a runner from the bench. This removes the former runner from the game.
- “Courtesy Runner” - select a runner from the bench (\*\*Might need to be the last out). Former runner stays in the game.

### 24 - Score Rundown: Rundown

- If an out was recorded on the rundown: Drag the runner towards the base they were headed to when the tag was applied & select “OUT”.
- Select “Caught Stealing”, then tap each fielder in the order the rundown occurred. Select “Done”.
- Each fielder involved will get an assist, and the player that made the tag will get the putout.

## 25 - Score a Pickoff: Pickoff

- Drag the runner off the base where the pick off occurred
- Select “SAFE”, then “Attempted Pickoff OR
- Select “OUT” , then “Picked Off”
- Tap the fielder who threw the ball

## 26 - Score Runner Leaving Early: Runner Left Early

- Before scoring a pitch, drag the runner off the base and select “OUT”
- Choose “Other” & tap the fielder closest to the ball
- Tap “Done”
- Send a message to your team to keep them in the loop. Select “Menu”, then “Send Message to Fans”: “Runner left early”

## 27 - Runner Forced Home: Runner Forced Home

- \*\*2 outs, runner is forced home but was not the runner put out AND did not score
- Select “Pitch”, “Ball In Play”, select the type of hit, then the outcome
- Drag the fielder to the ball & tap the player who recorded the put out
- Select “Back” for the runner who went home
- Select which other runner was “Out”

## STATS & EDITING

### 28 - Edit a Play: Editing a Play

- Delete the most recently scored play - tap “Undo” (bottom left of “Field View”)
- Change a play from earlier in the game - go to “Plays” (bottom right, next to “Opponent”). Choose “Edit” on the incorrect play.
- Correct a missed pitching substitution - go to “Plays” & tap the first play where the pitcher should have been entered. Make the correction and the change will be applied to all subsequent plays.
- On the “Play Detail” screen,tap “Edit” on the outcome cell to change a hit, fielder’s choice or error
- \*\*For Multi-base plays, you can go from a hit to a hit-plus-error or vice-versa